Subject: complete list of scripts.dll 2.1 features
Posted by PhrozenUnit on Mon, 04 Apr 2005 17:13:30 GMT
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SH_ConsoleCommand: Attach this to an invisible object and it starts reading stuff from ConsoleCommand.txt. Any command you put in there gets fowarded straight to the console.
SH_PCT_Powerup: Attach this to a powerup and whenever someone grabs it, their PCT appears
SH_PCT_On_Custom: Send a custom defined by Message to it and the PCT appears on the sender's screen.
JFW_Damage_Animation: Play an animation when the object is damaged, then set a timer. when the timer is up, uplay the animation. Timer is reset whenever damaged, but animation is not played over again.